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Welcome To Rapture

Opportunity awaits

I am Andrew Ryan and I'm here to ask you a question:
Is a man not entitled to the sweat of his own brow?

No, says the man in Washington. It belongs to the poor.
No, says the man in the Vatican. It belongs to God.
No, says the man in Moscow. It belongs to everyone.

I rejected those answers. Instead, I chose something different. I chose the impossible. I chose...

RAPTURE.



A city where the artist would not fear the censor. Where the scientist would not be bound by petty morality. Where the great would not be constrained by the small. And with the sweat of your brow, Rapture can become your city as well.

Installation

Please ensure your computer is connected to the Internet prior to beginning the BioShock installation. Insert the BioShock DVD-ROM into your computer's DVD-ROM drive. BioShock will not work in computers equipped only with CD-ROM drives. Please ensure the DVD-ROM logo is visible on your optical drive's door or panel. The installation process will conduct a one time online check to verify the discs and download an activation file, and will prompt you for an installation code. The code can be found on the back cover of your instruction manual.

System Requirements

Operating Systems:

Windows XP (with Service Pack 2) or Windows Vista

Minimum System Requirements:

CPU: Pentium 4 2.4GHz Single Core processor

System RAM: 1GB

Video Card: Direct X 9.0c compliant video card with 128MB RAM (NVIDIA 6600 or better/ATI X1300 or better, excluding ATI X1550).

Sound Card: 100% direct X 9.0c compatible sound card

Hard disc space: 8GB free space

Recommended System Requirements:

CPU: Intel Core 2 Duo processor

System RAM: 2GB

Video card: DX9: Direct X 9.0c compliant video card with 512MB RAM (NVIDIA GeForce 7900 GT or better) **DX10:** NVIDIA GeForce 8600 or better

Sound Card: Sound Blaster X-Fi™ series (Optimized for use with Creative Labs EAX ADVANCED HD 4.0 or EAX ADVANCED HD 5.0 compatible sound cards

Note: Game requires Internet connection for activation.

If you experience any installation or gameplay issues, or to see a complete list of supported video cards, please check our support website at www.2kgames.com/bioshock/support.

An Important Note Regarding Graphics and Having the Best Possible Experience

BioShock uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA GeForce 6 Series, 7 Series and 8 Series graphics cards and the intended experience can be more fully realized on NVIDIA GeForce 8 Series graphics hardware. On an NVIDIA GeForce 8600 or better you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

BioShock Sounds Best on Sound Blaster®!

Creative's Sound Blaster X-Fi™ sound card is an EAX ADVANCED HD™- capable audio solution that guarantees the best audio experience. Not only does it deliver immersive EAX ADVANCED HD™ effects with superior audio fidelity, it also gives you high voice counts – playing multiple sounds simultaneously – and ultra fast 3D performance.

The sound effects in BioShock are enhanced with EAX ADVANCED HD™ environmental audio to give you the ultimate audio experience on supported hardware. To experience the full audio effect of BioShock, you must have one of the Sound Blaster X-Fi™ series sound cards.

CONTROLS

You can play BioShock using either a mouse and keyboard, or a Microsoft Xbox 360 controller for Windows.

Microsoft Xbox 360 controller for Windows



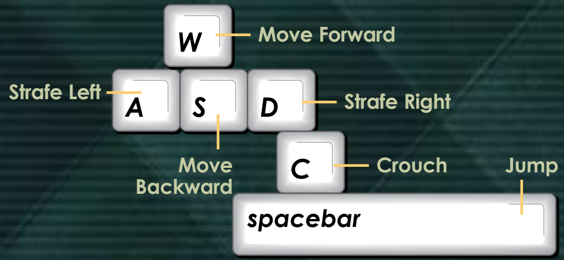
Reference Table:

BUTTON	FUNCTION
L	Move
R	Look
X button	Reload weapon, use an EVE hypo or start hacking
Y button	Jump
B button	Use First Aid
A button	Interact
D-pad	Change Ammo
LB	Switch Plasmid (Hold to Activate Selection Radial)

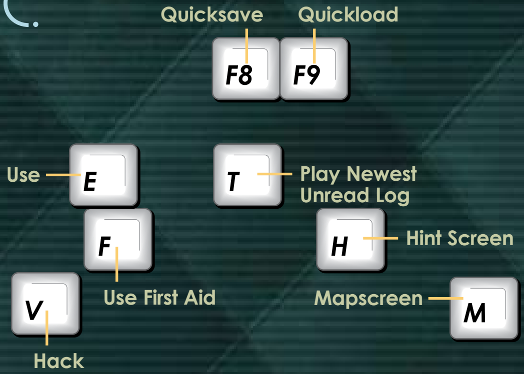
BUTTON	FUNCTION
LT	Fire Plasmid
RB	Switch Weapon (Hold to Activate Selection Radial)
RT	Fire Weapon
Click L	Toggle Crouch
Click R	Toggle Zoom
BACK	Status Menu
START	Pause Menu

Keyboard and Mouse

MOVEMENT



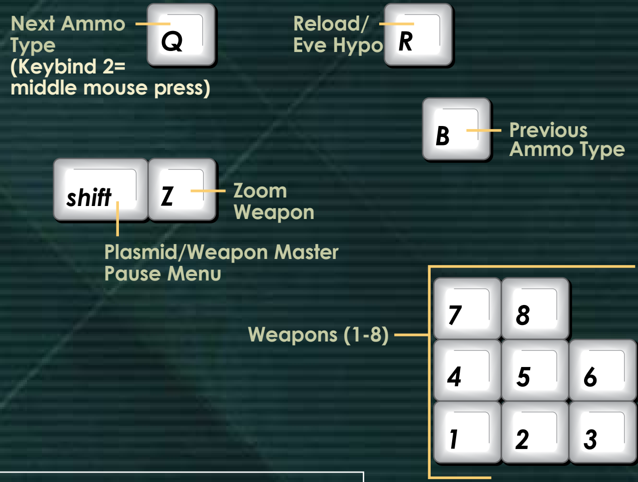
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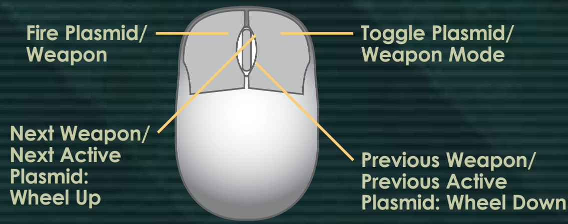
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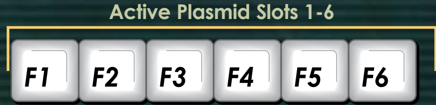


EQUIPMENT 1



EQUIPMENT 2





WEAPONS

As you progress through the city of Rapture, exploration and events will yield weapons that will help you survive. To fire your current weapon press the **LEFT MOUSE BUTTON** when in Weapon Mode.

Weapon Switching

As you acquire more weapons, you can easily switch back and forth quickly by using the **MOUSE WHEEL UP\DOWN** when in Weapon Mode or by using the appropriate **NUMBER KEY (1-8)**. When cycling through weapons, icons will appear at the top of the screen showing which weapons are available and their corresponding **NUMBER KEY**. You can also choose to pause the game and select which weapon to equip by pressing **SHIFT** and bringing up the Weapon\Plasmid Selection Screen. Just click the **LEFT MOUSE BUTTON** on the target weapon to equip and resume gameplay. Pressing **SHIFT** or **ESC** will also resume gameplay.



Ammo

With the exception of the Wrench, each weapon has 3 different ammo types – 1 standard ammo type and then 2 more powerful ammo types that have specific benefits. For example, the Pistol has standard bullets, Armor Piercing Bullets and Anti-Personal Bullets. Try out different ammo as each one has its own special uses within Rapture. Use **Q** and **B** to change ammo on your current weapon.



Weapon Upgrading

Each weapon can be upgraded twice using Power to the People machines found in the world. Think carefully on your upgrade choice as only one upgrade can be made at each Power to the People machine. Once the upgrade is made, the machine closes permanently. On the plus side, the upgrades are free.

ADAM

With the world's best and brightest scientists together at the bottom of the sea with no constraints, it was only a matter of time until the population made a number of breakthroughs. The defining breakthrough was ADAM. Generated by a deep sea parasite when it attached to a host, the parasite produced new stem cells healing the host. The new stem cells allowed the host to take on external genetic modifications that take over their normal cell structure (like cancer). These genetic modifications ranged from medical cures to pure vanity changes. The genetic modifications eventually became more militant in nature. The instant genetic modifications of Rapture come in two flavours: Plasmids and Gene Tonics.

PLASMIDS

Now that you are trapped in Rapture, you must adapt and use Plasmids in order to escape the decaying city. Plasmids actively change or affect the world around you. To fire your current Plasmid press the **LEFT MOUSE BUTTON** when in Plasmid Mode.

Plasmid Switching

You can have multiple Plasmids equipped at the same time. Cycle through the plasmids you have equipped using the **MOUSE WHEEL UP\DOWN** when in Plasmid Mode or by using the appropriate **FUNCTION KEY (F1-F6)**. When cycling through Plasmids, icons will appear at the top of the screen showing which Plasmids are available and their corresponding **FUNCTION KEY**. You can also choose to pause the game and select which Plasmid to equip by pressing **SHIFT** and bringing up the Weapon\Plasmid Selection Screen. Just click the **LEFT MOUSE BUTTON** on the target Plasmid to equip and resume gameplay Pressing **SHIFT** or **ESC** will also resume gameplay.



EVE
Plasmids are powered by EVE – a serum that gives you the power to use them. If you have no EVE, you cannot use your Plasmids. EVE can be restored through the use of EVE hypos which can be found scattered through Rapture as well as being purchased at Vending Machines (see Vending Machines, page 18). Some food and drink items can also give you small amounts of EVE when consumed.

Plasmid Slots
You begin the game with two open Plasmid slots. Each slot allows you to equip a single plasmid, so use them carefully. Additional slots can be obtained by collecting more ADAM (see Gatherer Gardens, page 18).

Switching Between Weapons and Plasmids
Once you have both a weapon and a Plasmid equipped, you will find that combat will dictate a quick switch between the two more often than not. Switching is easily achieved by simply pressing the **RIGHT MOUSE BUTTON**. For example, if you are currently using your Pistol, pressing the **RIGHT MOUSE BUTTON** will switch to the Plasmid you have equipped. Pressing the **RIGHT MOUSE BUTTON** will switch back to the Pistol. You can also press **SHIFT** to pause the game and bring up the Weapon\Plasmid Selection Screen. Simply click on the target weapon or Plasmid.



Gene Tonics
Gene Tonics give you enhanced passive abilities, and come in three different flavours. Many, many Gene Tonics have been developed and it's your choice how they will best serve you in your time in Rapture.

Physical Gene Tonics
Boost your body's natural abilities in incredible ways. For example, certain Gene Tonics might make you resistant to specific types of damage or let you naturally process toxins.

Engineering Gene Tonics
Enhance your intellect and dexterity to allow you to carry out delicate tasks like hacking into and bypassing Rapture's security system.

Combat Gene Tonics
Improve your reflexes and strength to boost your combat skills.
For example, some combat gene tonics may increase the damage you can deal with a melee weapon or improve your effectiveness with electrical based attacks.

HEADS UP DISPLAY (HUD)



MAIN MENU

Continue
Continue playing a previous game. This option loads the most recent save game.

New Game
Select to start a brand new BioShock game and choose from one of three variations of difficulty.

- **Easy** – You're new to shooters
- **Medium** – You've played other shooters
- **Hard** – You've played a lot of shooters

Load Game
Allows you to load a previous saved game and resume your adventure in BioShock.

Credits
View the credits for the team that brought you BioShock.

Options
Takes you to the Options Menu (see Options, page 22).

Exit
Exits the game.

GETTING HELP

BioShock is a deep game with a lot of things for you to discover. Throughout the game there will be multiple ways to get help in order to fully experience Rapture.

Adaptive Training
The adaptive training system will remind you about features of the game that you may have missed. If you find the system is telling you about things you already know about, you can turn it off in the options menu (see Options, page 22).

What Is This?
Looking closely at an item will trigger the "What Is This?" prompt. You can bring up the "What Is This?" help message by pressing **M** . This will give you information on that specific item. You can review these help messages at any time by accessing the Status Menu (see Status Menu, page 24).

Hints
By clicking the 'Show Hint' button on the Status Menu (see Status Menu, page 24) or by pressing **H** you can get hints on your current goal. These hints will change depending on how much progress you have made in reaching your current objective.

Rapture

Population of Rapture

The citizens of this forlorn underwater city are unique and often grotesque. Below are the primary classes of the Rapture's remaining population. You will encounter variants of the these citizens as you progress further in your explorations.

Splicers

The citizenry of Rapture has taken a horrific turn for the worse. Crazed from overuse of Plasmids and Gene Tonics, they have scattered memories of their lives before, but worse for you, they are extremely aggressive towards anyone unfamiliar.

Little Sisters and Big Daddies

In addition to the former citizens, an even stranger pair can be found roaming the halls of Rapture: small girls with large syringes can be seen walking the decks. Though they seem vulnerable in this twisted world, they are followed by large protectors in metal diving suits called Big Daddies. You cannot get to the Little Sisters until you deal with the Big Daddy which is no easy task. But deal with them you must, if you want to obtain ADAM from the Little Sisters in order to survive Rapture.

Exploration

Exploring the world of Rapture is beneficial in many ways. There are many hidden secrets to find and looting the corpses of the city is essential for the resources you need to survive.

Items

There are many items that can offer health or EVE boosts upon pick up. Money can also be found in many places allowing you to purchase necessary items from Vending Machines.

- **First Aid Kits** – Replenishes your Health



- **EVE Hypos** – Restores EVE



- **Autohack Tool** – Allows you to instantly succeed in any hack (see Hacking, page 26).

Diaries

Diaries can be found throughout Rapture. Diaries are audio messages left by the citizens of Rapture. Some diaries give you information critical to your progress (the game helpfully identifies these with a golden glow). Other diaries simply help you to understand what happened to this once great city or give you clues to hidden secrets.

Security

Rapture is full of machines programmed to provide airtight security.

Cameras

There are cameras placed everywhere, constantly looking for intruders. If a camera spots you, it will sound a warning tone. If you stay in its sight long enough for it to identify you, it will sound the alarm, summoning one or more Security Bots. Alarms will time out (a counter will show you how much time remains) but the security system will keep sending bots as long as the alarm is active.



Turrets

The recent military activity has left many automated Turrets throughout the decks that are still active when confronted by an intruder. These machines are often deadly but surprisingly can be used to your advantage if you can get close enough to hack them (see Hacking, page 26). Be careful though, the turret should be disabled before attempted the hack. A number of Gene Tonics and Plasmids were developed to help people circumvent the Security system in a variety of ways.



Character Growth

ADAM and the Little Sisters

ADAM is the lifeblood of Rapture (see ADAM, page 9). With it, more and more Plasmids and Gene Tonics can be "spliced" (integrated into your genetic make-up). If you are going to survive in Rapture, you will need to splice as many Plasmids as you can. Unfortunately, the ADAM can now only be found within the Little Sisters who roam the halls of Rapture, recycling ADAM from corpses under the watchful eye of the Big Daddies. Using long syringes, they drain blood from the bodies and then drink it to recycle the ADAM.

The only way to get a Little Sister is through the Big Daddy. If you can defeat him, you will have to choose how to deal with the Little Sister. You can Harvest the ADAM from her, a dangerous process that risks her life, or you can Rescue the Little Sister by killing the parasite inside her that enables her to process ADAM. You will be able to extract some ADAM from this parasite, but not as much as if you had harvested the ADAM directly. Nothing is free in Rapture and even this choice has a cost.

If you do not collect and spend ADAM, the game can get extremely difficult. If you have failed to collect ADAM from Little Sisters on earlier levels you can return to those levels at any time to tackle the Big Daddies.

Once you have acquired some ADAM, you can use it in any of the Gatherer's Garden machines found throughout Rapture (see Gatherer Gardens, page 18).

Researching Rapture's Inhabitants

Another significant source of character growth is through the researching the inhabitants of Rapture using the Camera. During your adventure in Rapture, you may come across a special research camera that the law enforcement of the city used to learn the abilities of people who had spliced a lot of plasmids. You can use this camera to take photos of the people and security elements. The camera will rate your photograph and collect data on the enemy. When the camera has learned something, you will be granted bonuses like increased damage versus those enemies or even hidden Gene Tonics! The more photos you take, the quicker you will get the rewards.

The research camera is a significant source of character growth that could be the difference between death and survival.

Machines

There are a number of machines in Rapture that offer invaluable services or resources.

Gene Banks

Gene Banks are stations that allow you to reconfigure your equipped Plasmids and Gene Tonics. It will show all the Plasmids and Gene Tonics you have collected until that point and allow you to choose which are equipped or not. Unequipped Plasmids and Tonics are kept in storage for later retrieval at any other Gene Bank.



Gatherer Gardens

These machines take ADAM and can be used to purchase more Plasmid or Gene Tonic slots, to increase your maximum Health or maximum EVE, or even to acquire new Plasmids and Gene Tonics.



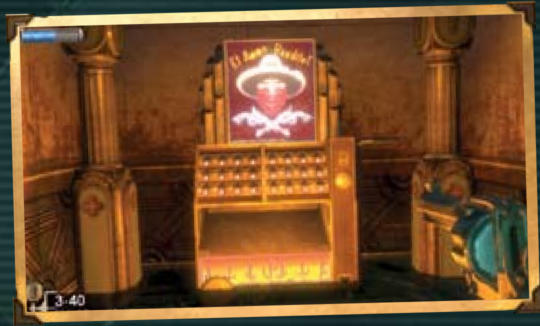
Vending Machines

These machines are full of resources for you to purchase such as ammunition, First Aid kits and EVE hypos. Vending Machines can also be hacked, which will give you discounted prices on the available items and even open up special items for sale.



Ammo Banditos

These are ammo-only Vending Machines.



Vita-Chambers

These chambers will revive you if are ever killed within Rapture. There are usually a couple of them in each area.



Bot Shutdown Panels

These can be used to deactivate security bots that have been triggered by an alarm. Once shutdown, bots can be hacked to become friendly to the player.



Health Stations

Health Stations are where you can replenish your health completely - for a price. If you hack a health station, you can get your health filled for a lower price and it will damage any aggressor who uses that machine.



Power to the People Machines

These allow you to upgrade your weapons. These upgrades are free but each machine will only give one upgrade. Once you have chosen your upgrade, the machine closes permanently.



U-Invent Machine

These stations allow you to craft new items from the odds and ends you find throughout Rapture. Glue, rubber hoses and screws are just some of the materials you can collect that can be used to create ammo, hacking tools and even Gene Tonics. Most of these items can only be acquired through the U-Invent Machines.



Pause Menu

At any time you can bring up the pause menu by pressing **ESC**. Here you can view how much money and ADAM you currently have, as well as see how many Little Sisters are left in the current level. Other options while in the pause menu include:

Resume
Resumes the current game.

Save
Saves your game progress at the current point. Note that you can save anywhere at anytime. The game will also autosave after loading an area.

Load
Load a previously saved game.

Options
Takes you to the Options Menu (see Options below).

Quit to Main Menu
Leave the current game and access the Main Menu.

Quit to Windows
Quit the game and return to Windows

Options

Adjust the current game setup.

Graphics Options

Resolution
Choose the screen resolution appropriate to your system. A higher screen resolution requires higher system specs.

Windowed Mode
Toggle between full screen and windowed mode.

Vertical Sync
On: Framerate is locked at 60, 30, 20, 15. No screen tearing.
Off: Framerate is not locked so is usually higher. Screen tearing may occur.

Shadow Maps
Dynamic objects and characters cast shadows

High Detail Post Processing
Bloom effects: bright lights and bright surfaces bloom out.

High detail Shaders
This enables specular light calculations. Without specular (light that reflects from the surface and give highlights), shiny surfaces should look significantly less shiny.

Real Time Reflection
Certain water surfaces have real-time reflection. When it is disabled, those water surfaces will use cubemap approximations.

Distortions
Glass and waterfalls distort the background.

Force Global Lighting
This enables a one-pass inaccurate lighting method for dynamic objects, characters and dynamic lights. This will also mean that characters and dynamic objects don't receive shadows (although they can still cast shadows if shadow maps are enabled). This is most observable on characters. As they walk around the level, light influences will pop on/off when they approach/leave lights.

Graphics Quality
Graphics quality has 3 positions that will change the overall graphics settings in this options screen.

Actor Detail
As it is lowered, it will remove decoration objects in the level. These are things like god-rays. Also some effects won't show up or spawn in low actor detail settings. Changes will only take effect when the game is reloaded.

Texture Detail
As it is lowered, textures get more blurry (even when fully streamed in).

Adjust Brightness
Change the game's brightness

Customize Controls

Mouse Sensitivity
Adjust mouse sensitivity.

Invert Look
Invert mouse.

Vibration
Toggle vibration on\off for the Xbox 360 controller

Use Xbox 360 Controller
Use the Microsoft Xbox 360 Controller for Windows instead of a keyboard\mouse.

Customize Keys
Customize the current keybinds in the game.

Audio Options

Audio Mode
Change the current audio mode to match your system

Use Reverb
Toggle reverb on\off.

Sound Effects Volume
Adjust the volume for sound effects.

Music Volume
Adjust the volume for the music.

Voice Over Volume
Adjust the volume for the game dialog.

Gameplay Options

Difficulty
Change the current difficulty setting.

Adaptive Training
Toggle Adaptive Training messages on\off.

Dialog Subtitles
Turn on\off subtitles for in-game dialog

Art Subtitles
Toggle subtitles for signs and other in-game graphics.

Quest Arrow
Toggle the quest arrow on\off.

Item Shimmer
Switch off the shimmer effect that highlights objects you can pick up

Usable Object Highlight
Turn off the golden shader that highlights usable objects

Status Menu

You can access the Status Menu by pressing the **M** button. The Status Menu has a number of tabs which can be selected by clicking on the appropriate box in the bottom right hand corner. The tabs in the Status Menu are:

Map
This tab shows a map of the current level. You can go directly here by pressing **M**. The map shows your position and the location of your current goal, if known. You can zoom out from your current position in the map by clicking the corresponding buttons.



Goals
The Goals tab shows a complete list of your current goals. When you have multiple goals that you could be working on, you can switch which goal is active here by selecting one with the LEFT MOUSE BUTTON. Goals that currently can't be worked on cannot be made active.

Messages
The Messages tab allows you replay any radio messages you've heard or diaries that you've picked up.

Help
The Help tab organizes all relevant help messages and is an invaluable resource for information about many of the game systems and items.

HACKING

With all the machinery and brilliant minds in Rapture, it's not surprising that someone eventually figured out how to reprogram the machines with Hacking. By successfully redirecting the circuit flow, you can change the current state of the machine. The ability to Hack is present on almost all the machines found in Rapture. Hacking can open locked safes, and can even be used to reprogram the security system to view you as a friend, and your enemies as the intruders to be attacked. If a machine can be Hacked, a prompt will appear when you are next to the machine. Pressing **V** will bring you to the Hacking menu that will allow you to evaluate the difficulty of the Hack as well as whether you want to Buyout or use a Autohack Tool to complete the hack (See below).

Hacking can be completed in 3 different ways.

How To Hack?

During the Hack, the object is to redirect the circuit flow by uncovering tiles and swapping the pipes you need to move the circuit flow to the exit tile on the board. Watch out for hazard pieces that can increase the speed of the circuit fluid, cause an electrical overload, or even sound a security alarm. The benefit of succeeding is that you gain the benefits for free, but the risk of physical damage is high.

If you are finding Hacking is getting very difficult, it is time to spend your ADAM to upgrade your Engineering track with more slots or to purchase more engineering tonics.



Hacking Buyout

Hacking can also be achieved by paying a premium price. You can spend your money to override the machine. The more difficult the hack the more money it costs. Splicing Engineering Gene Tonics can reduce the buyout costs.

Autohack Tool

Finally, if you are lucky, you can find an Autohack Tool that immediately hacks the machine with no issues. When at the hacking evaluation screen click on the Autohack button to immediately succeed at the hack with no risk. Autohack Tools are used up in the process.

DX10 ENHANCEMENTS

The DX10 features are enabled through a graphics option entitled "DX 10 detail surfaces." It's disabled in DX9 and on by default in DX10.

Enabling it turns out the various enhancements for DX10 such as dynamic water ripples, soft edges for particles, and crisper shadow edges.

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Quality Assurance Team
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Dimitri Becerra
Antoine Bohannon
Larry Bolden
Shant Boyatzain
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Derrick Flot
Adam Graziano
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Lincoln Le
James McKay
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Ella Preger
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Michael Greening

Standards Senior
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Standards Team
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Matt Newhouse

Night Lead
Dan Eguia

Night Senior
Lori Durrant

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Matthias Wehner

International Product Manager
Ben Wyer-Roberts

International PR Director
Markus Wilding

International PR Manager
Karl Unterholzner

Licensing Director
Claire Roberts

International Marketing Assistant
Sam Woodward

2K International Product Development

Development Manager
Fernando Melo

Senior International Producer
Daniel Bailie

International Producer
Sajjad Majid

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External Localisation Teams
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Coda Entertainment
Synthesis International Srl
Synthesis Iberia

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Functionality Supervisor
Domenic Giannone

Localisation Supervisor
Iain Willows

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Steve Manners

Localisation Project Lead
Terryll Garrison

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Denver Cockell
Arsenio Formoso
Natalie Holkham
Rob Jenkins
Russell Keawpanna
Ian Moore
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Maikel van Dijk
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Sandra Melero
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Corine Checko
Isabelle Jacober
James Ellingford
Magda Bona
Martin Alway
Nguyen Doan
Nicole Mucumbitsi
Paris Vidalis
Paul Hooper

Music

Orchestra

Solo Violin
Martin chalifour

Violins
Belinda Broughton, Darius Campo, Peter Kent, Pip Clark, Kirsten Fife, Barbara Porter, Marcy Vaj, Pat Johnson, Miran Kojian, Sara Parkins, Pam Gates, Carolyn Osborne, Anna Kostyuchek, Becky Bunnell, Eve Butler, Tiffany Yi Hu, Jennifer Munday, Hiam Shtrum

Cello
Armen Ksajikian, Suzie Katayama, David Low, Rudy Stein, Miguel Martinez, Cecilia Tsan, Paula Hochhalter, John Walz, Trevor Handy, Tina Soule, Sebastian Toettcher

Piano
Bryan Pezzone

Horn
Joe Meyer

Recording Engineer
Dan Blessinger

Music Contractor and Copyist
Ross DeRoche

Tuba
Ross DeRoche

Singer on Anthem
Rebecca Sjöwall

Orchestrations
Garry Schyman & Desha Dunnahoe

Conductor
Garry Schyman

Assistant to Garry Schyman
Tim Helisek

VO Production

Telsey and Co.
Carrie Rosson
Tiffany Canfield
David Vaccari

Star-Trax
Vince DePaola
Ali Aron

POP Sound

Producer
Dawn Redmann

Original Dialog Mixer
Michael Miller

Original Dialog Recordist
Courtney Bishop

Original Dialog Mixer
Stephen Dickson

Original Dialog Recordist
Nick Bozzone

Original Dialog Mixer
Zac Fisher

Original Dialog Recordist
Kaynaz Shroff

Original Dialog Mixer
Mitch Dorf

Original Dialog Recordist
Gavin McNiece

Original Dialog Mixer
Tim West

Original Dialog Recordist
Brett Rothfeld

Actors
John Ahlin, Greg Baldwin, Jane Beller, Susanne Blakeslee, Anne Bobby, Blesst Bowden, Tony Chiroldes, Shavonne Conroy, Ritchie Coster, Betsy Foldes, Joshua Gomez, Cassandra Grae, Ray Guth, JG Hertzler, Peter Francis James, Juliet Landau, Anne Meisels, Raynor Scheine Miriam Shor, Adam Sietz, Armin Shimerman, Peter Siragusa, T. Ryder Smith, Stephen Stanton, Fred Tatasciore, Marcelo Tubert, Michael Villani, Gordon Joseph Weiss, James Yaegashi, Catherine Zambri

Fox Studios
Rick Fox , Michael Weber, Tim Schmidt, Cal Halter, Keith Fox, Dustin Smith, Joe Schmidt

Special Thanks
Access Communications, Bearcage, Marc Berman, Big Solutions, Bob Blau, Blur, Alice Chuang, Scott DeFreitas , dSonic, David Edwards , Dan Einzig, Demiurge Studios, Inc., Epic, Eyeball NYC, EyeCandy Studios, FMOD EX Sound System, Firelight Technologies, Julie Fogerson, Rick Fox, David Gershik, Havok, KD&E, Jenn Kolbe, Magid, Microsoft, Adam Meyer, Xenia Mul, Lamplighter Studios, Lewis PR, James Pacquing, Plastic Wax, Rapan, RDA, Red Eye Studios – Hoffman Estates, Illinois, Take-Two Sales, Drew Smith, Natalya Wilson

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Total amount of system RAM
The make and model of your Video Card / 3D Accelerator together with amount of Video RAM
The make and model of your Sound Card
Mouse and driver information
Version of DirectX installed on your system

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TECHNICAL SUPPORT CONTACT DETAILS

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Fax	(01429) 233677
E-mail	take2@europesupport.com
Website	www.take2games.co.uk www.2kgames.co.uk

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Nederland	0900-2040404 (EUR 0,70ct p/m)
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